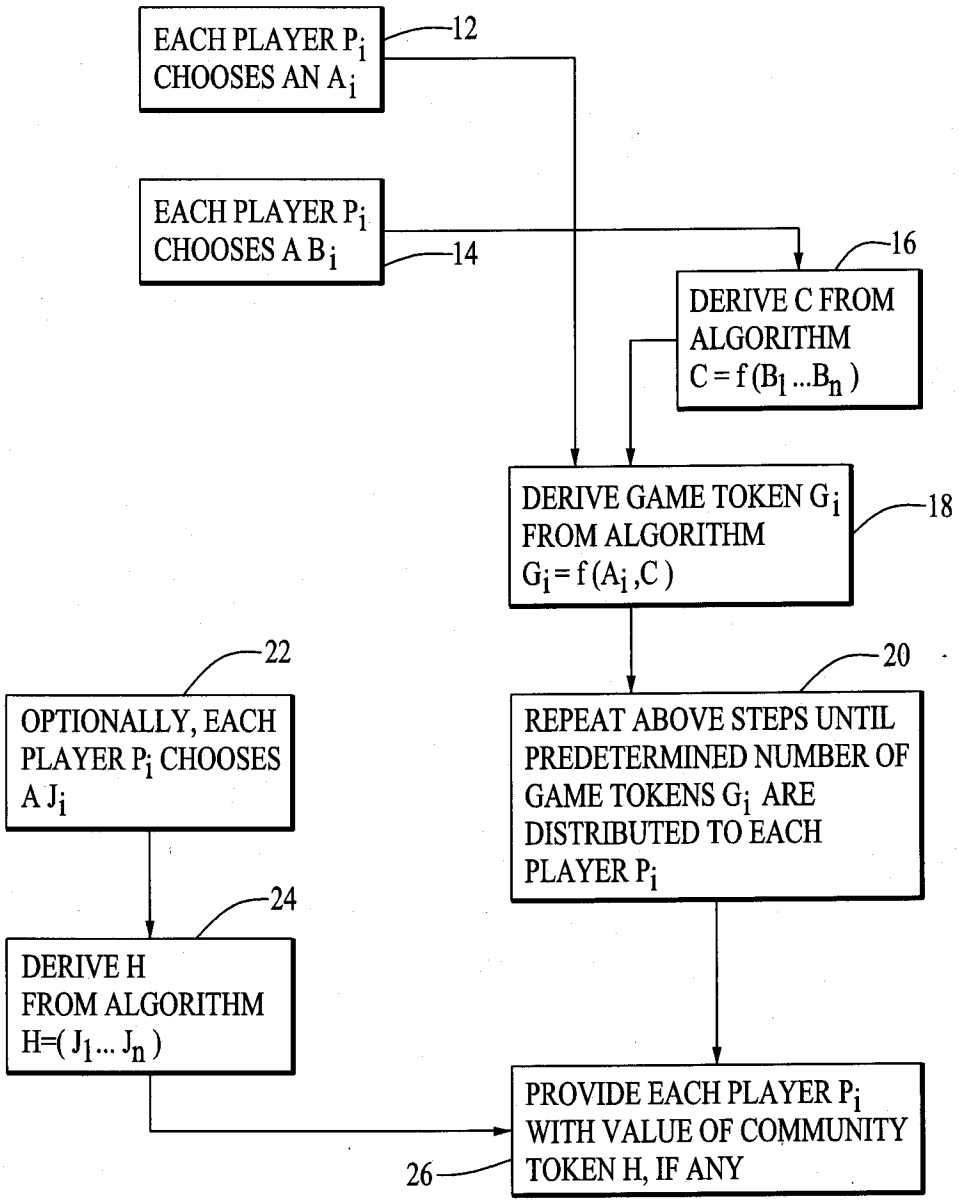
EACH PLAYER P_i CHOOSES AN A_i
12
EACH PLAYER P_i CHOOSES A B_i
14
16
DERIVE C FROM ALGORITHM $C = f(B_1 ... B_n)$
DERIVE GAME TOKEN G_i FROM ALGORITHM $G_i = f(A_i, C)$
18
22
OPTIONALLY, EACH PLAYER P_i CHOOSES A J_i
20
REPEAT ABOVE STEPS UNTIL PREDETERMINED NUMBER OF GAME TOKENS G_i ARE DISTRIBUTED TO EACH PLAYER P_i
24
DERIVE H FROM ALGORITHM $H=(J_1 ... J_n)$
PROVIDE EACH PLAYER P_i WITH VALUE OF COMMUNITY TOKEN H, IF ANY
26